

Figure 1

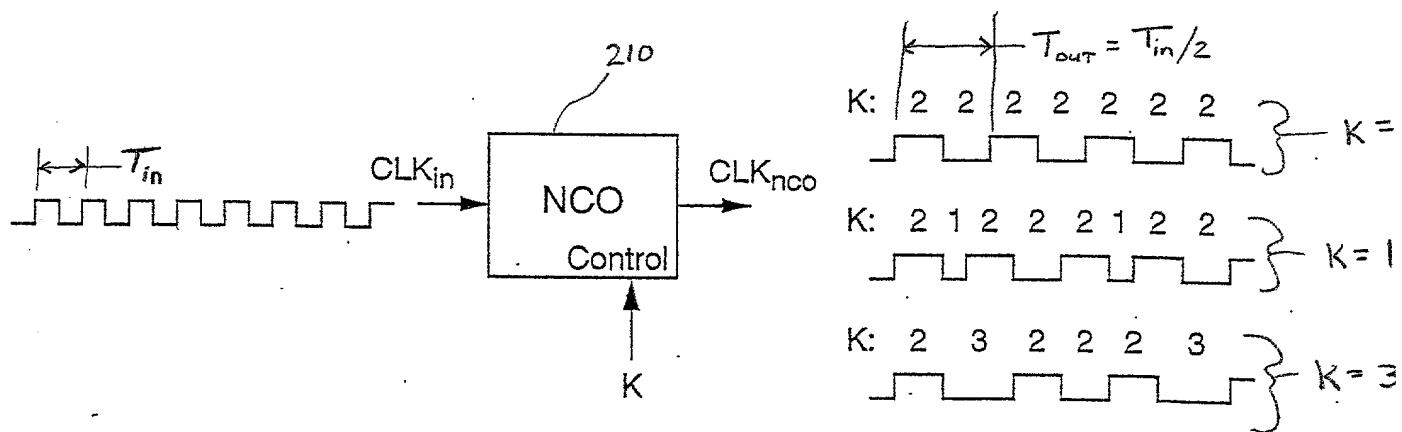


Figure 2

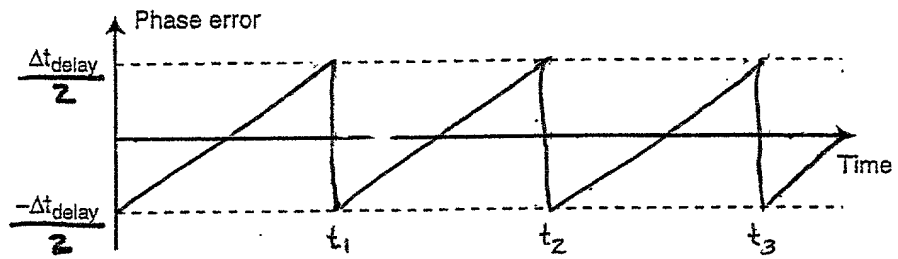


Figure 7

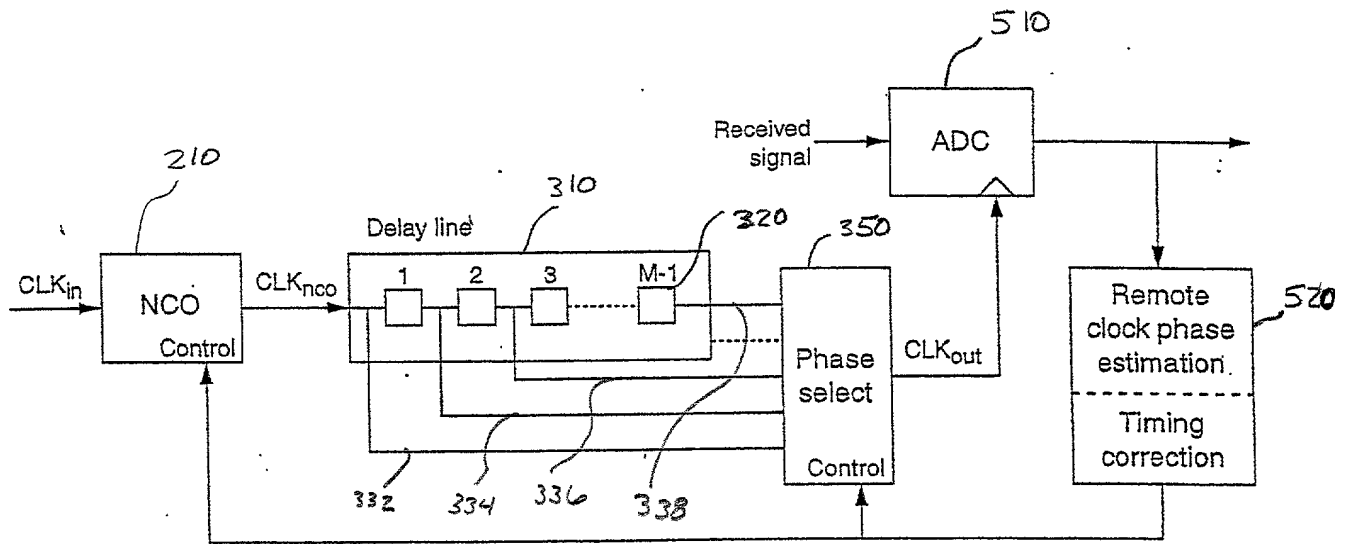


Figure 3

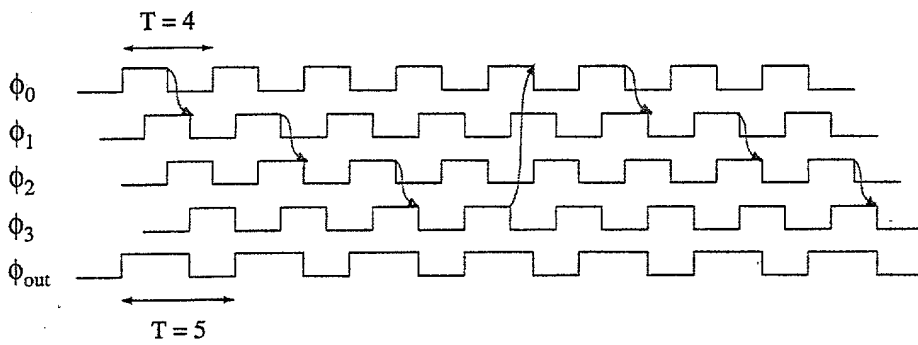


Figure 4A

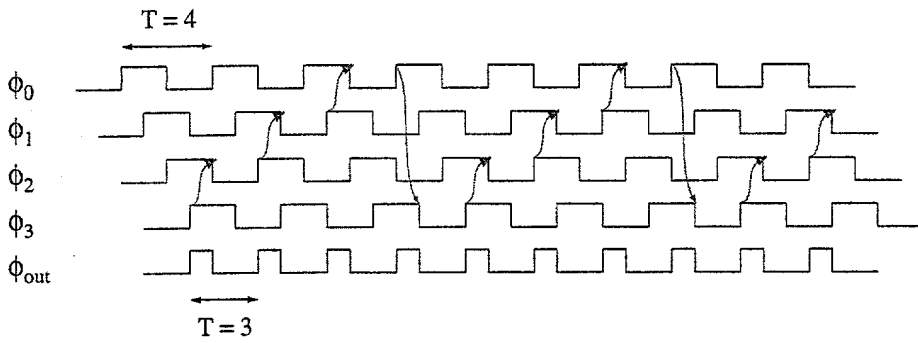


Figure 4B

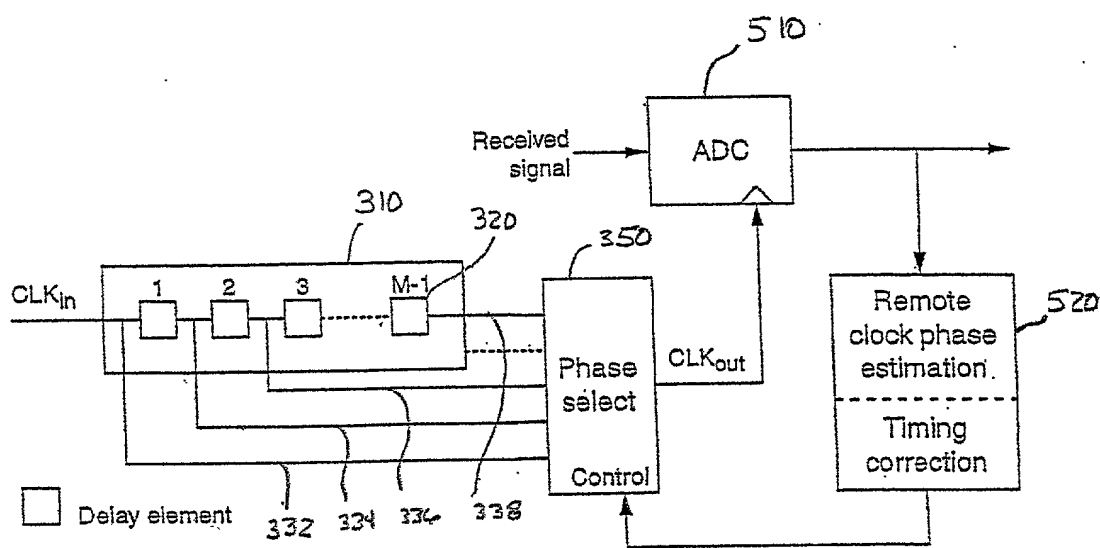


Figure 5

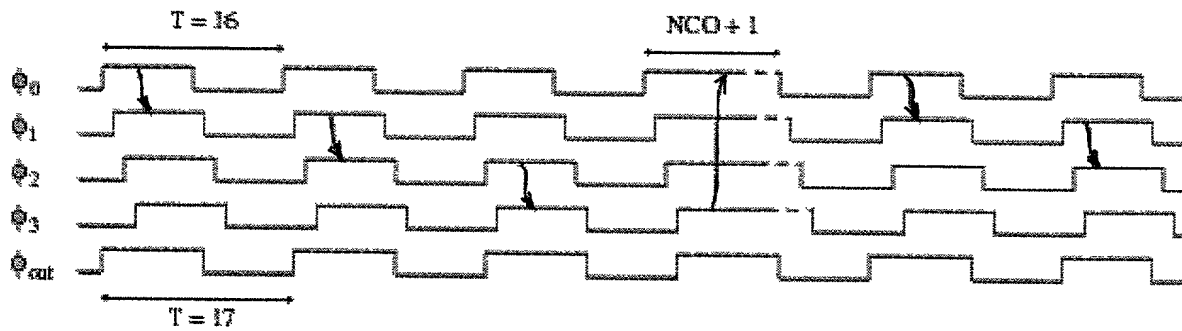


Figure 6A

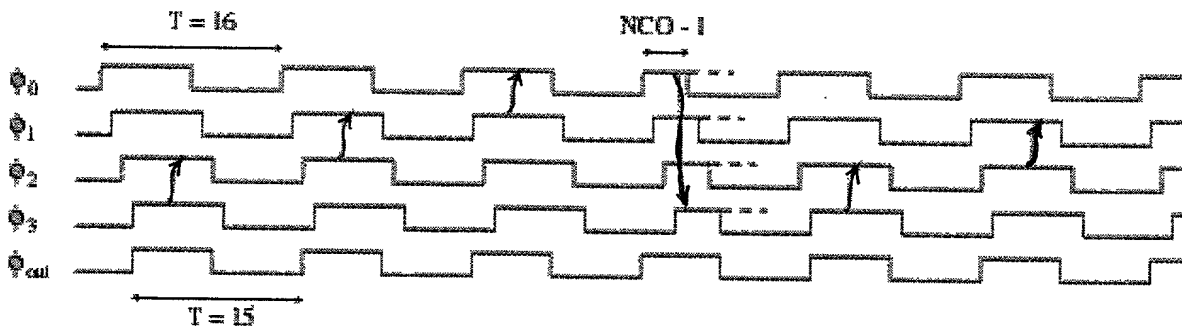


Figure 6B

Figure 1 illustrates the relationship between jitter and frame boundaries. The diagram shows four horizontal timelines, each representing a different jitter level (1, 2, 3, 4). The horizontal axis is marked with $T/2$, T , T , T , and $T/2$. The jitter levels are indicated by the number of dots on each timeline. The legend indicates that a vertical line represents the 'Frame boundary' and a dot represents 'Jitter'.

Jitter Level	Timeline Description	Frame Boundary	Jitter Points (Approx. Position)
1	Timeline 1	Start	1 dot at T
2	Timeline 2	Start	2 dots at $T/2$ and $3T/2$
3	Timeline 3	Start	3 dots at $T/4$, $3T/4$, and $5T/4$
4	Timeline 4	Start	4 dots at $T/4$, $3T/4$, $5T/4$, and $7T/4$

Figure 8